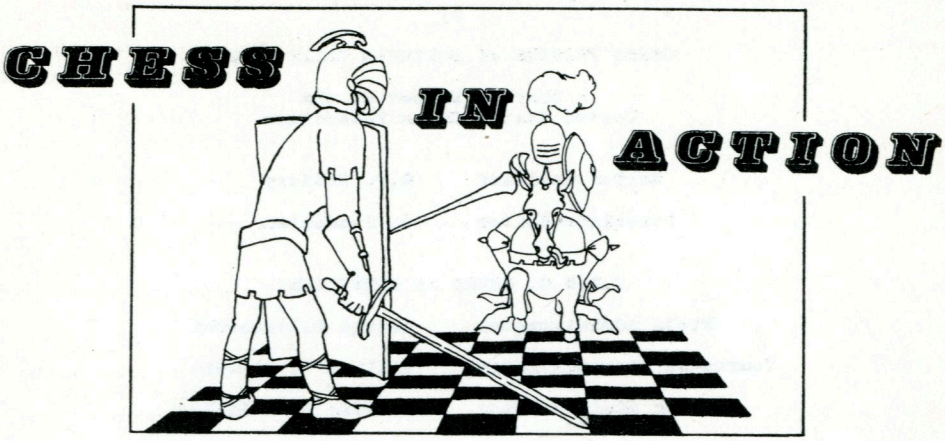

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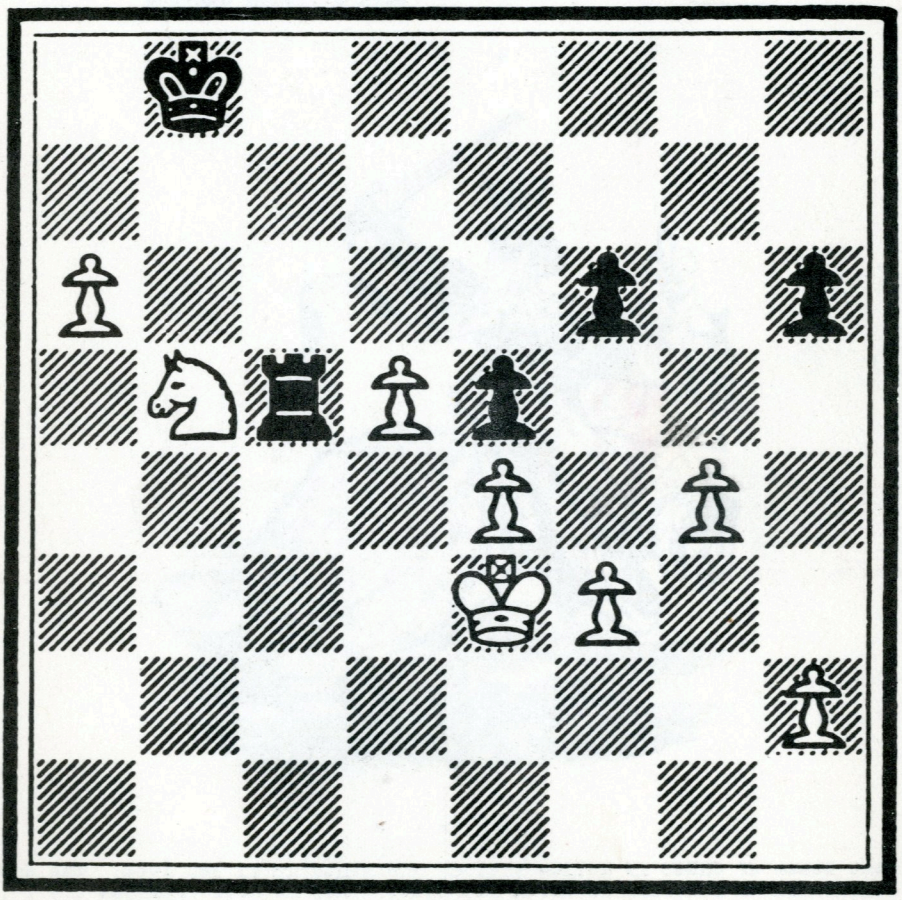

WHITE TO PLAY AND WIN

(Solution on Page One)

published quarterly
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CHESS FRIENDS of NORTHERN CALIFORNIA

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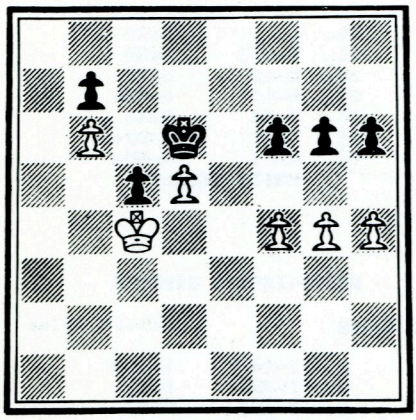
The next issue of CHESS IN ACTION will be published April 30, 1964. The deadline for submission of material is March 31, 1964. Let us hear from you . . . . . .

* * *

PROBLEM COMPOSITION by KOLTANOWSKI . . . . . .

Recently, I saw a member of my chess club huddled over this position:



He had the White pieces, and he was one nervous mess. His head was tilted sideways, his right leg was swinging back and forth, and he was having a tough time lighting his cigarette, yet he was not in any time trouble.

I stopped to examine his position. After all, our team needed his point to win the match. "Well, well," I though, "he is working out the following lines: (A) 1.P-B5, PxP; 2.PxP, P-R4; and Black wins. (B) 1.P-R5, PxP; 2.PxP, P-B4; and Black wins. (C) 1.P-N5, RPxP; 2.RPxP (otherwise the Black RP will run through), P-B4; and White is forced to move his King, thus losing his QP, and with it, the game."

At that moment, my man resigned, to my great regreat -- he could have won the game! Do you see how?

(solution elsewhere in this issue)

* * *

For the fourth straight year, the PAUL MASSON VINEYARDS have sponsored a Problem-Solving Competition in the national magazines, but this time the prizes are just too big for words. You will have to solve not one, but three problems this time. We might give you a few hints here: #1: "Remember the night?" #2: believe it or not, you move "le Roi." #3: "c'est la Dame, mon cher!" The set of rules you receive when entering is worth getting, as it will help a number of you improve your play, but above all, send in your solutions, not only to win prizes, but to show PAUL MASSON our appreciation for supporting and publicizing The Royal Game. By the way, last year over twenty thousand answers were submitted in Paul Masson's Competition Number 31

You will find the three problems in the following magazines: NEW YORKER, January 18 -- SATURDAY REVIEW, January 28 -- NEWSWEEK, January 27 -- REPORTER, January 30 -- HARPER'S, ATLANTIC MONTHLY and SHOW, all in their February numbers. Hop to it!

* * *

The WALNUT CREEK CHESS CLUB, an active CFNC organization, is holding its first Open Chess Tournament on Saturday and Sunday, April 11 and 12, 1964. First round will start at 1:00 p.m. at the Recreation Center. There will be three classes: Expert/A, B and C; trophies and other prizes in each division. Also, there will be a Special Prize, that anyone who plays all of his games will be eligible to win. Entry fee is $4.00 for current members of CFNC, $7.00 for non-members. For full details, write:

Fred H. Miller
P.O. Box 45
Walnut Creek

* * *

SOLUTION TO OUR COVER PROBLEM:

1. P-R7+ K-N2

Or 1...,K-R1; 2.P-Q6!, R-B1; 3.K-Q3!, K-N2; 4.N-B7!, KxP; 5.K-B4, K-N3; 6. K-Q5, and Black's Pawns will fall.

2. N-Q6+ KxP
3. N-K8 K-N3
4. NxP R-B6+
5. K-B2 R-B2
6. P-R4 R-B2
7. N-R5 K-B2
8. P-N5! PxP
9. PxP R-R2
10. N-B6 R-R7+

The White Pawns are too strong. On 10...,R-B2; 11.P-B4!, PxP (or 11..., K-Q3; 12.P-B5); 12.P-K5 wins quickly.

11. K-N3 R-R8
12. K-N2 R-R1
13. P-N6 RESIGNS.

The final position is another, more familiar type of problem. If 13..., R-R3; 14.P-N7!, R-N3+; 15.K-B2, RxP; 16.N-K8+, winning the Rook.

(Botvinnik-Vidmar, Groningen, 1946).

* * *

GAMES FROM THE SAN FRANCISCO INVITATIONAL:

QP OPENING

Dr. Larry Jew --- Aki Kanamori

1.	P-Q4	P-Q4
2.	P-K3	P-K3
3.	N-KB3	P-QB4
4.	P-B3	N-QB3
5.	B-Q3	B-Q3
6.	QN-Q2	....

6.P-K4 immediately is playable here.

6.	....	P-KB4

An interesting way of avoiding the Colle System.

7.	0-0	....

The following lines of play were much stronger for White:

A) 7.B-N5, B-Q2; 8.BxN, BxB; 9.PxP, BxP; 10.N-K5.

B) 7.PxP, BxP; 8.N-N3, B-N3; 9.N/N3-Q4, N-B3; 10.0-0, 0-0; 11.P-B4.

7.	....	N-B3
8.	PxP	BxP
9.	N-Q4	....

9.N-N3 was necessary. Now Black takes the game over completely.

9.	....	P-K4
10.	NxN	....

If 10.NxP, P-K5; etc.

10.	....	PxN
11.	R-K1	....

A waste of time. 11.P-QB4, seeking counter-play, is the best recourse.

11.	....	0-0
12.	B-B2	P-B5
13.	N-N3	B-N3
14.	PxP	N-N5
15.	B-K3	Q-R5
16.	P-KR3	NxB
17.	PxN	RxP
18.	N-Q4	....

Black threatened ...,BxRP.

18.	....	PxN
19.	PxR	P-Q6+
20.	K-R1	....

20.K-R2 was needed. Now it becomes a smash-up.

20.	....	BxRP
21.	P-KN3	QxNP
22.	Q-Q2	B-N5
23.	B-Q1	Q-R5+
24.	Q-R2	QxR+
25.	K-N2	Q-B7+
26.	K-R1	Q-B8+

WHITE RESIGNS.

NIMZO-INDIAN DEFENSE

Wing Chong Robert Oyler

1.	P-Q4	N-KB3
2.	P-QB4	P-K3
3.	N-QB3	B-N5
4.	B-N5	....

The "Leningrad Variation." More usual is 4.P-QR3, 4.P-K3 or 4.Q-B2.

4.	....	P-KR3
5.	B-R4	P-Q4

He should have continued with either 5...,P-KN4; or 5...,P-QB4.

6.	P-K3	0-0
7.	N-B3	P-QB4
8.	BPxP	BPxP

This leads to trouble. Correct here is 8...,KPxP.

9.	QxP	BxN+
10.	PxB	QxP

This makes it easy for White. Black should have tried 10...,PxP; 11.BxN, QxB; 12.QxQ, PxQ; and hoped for the best.

11.	BxN	PxB
12.	QxBP	R-Q1
13.	B-K2	N-B3
14.	0-0	Q-QR4
15.	QxRP	QxBP
16.	QR-Q1	RxR

He should have played 16...,B-Q2; or even 16...,Q-N2.

17.	RxR	P-N3
18.	Q-B4	Q-B7
19.	N-N5	P-B4

19...,Q-N3; or 19...,Q-B4; was needed.

20. Q-B7 BLACK RESIGNS.

(Notes by George Koltanowski)

1. P-K4 P-QB4
2. N-KB3 P-Q3
3. P-Q4 PxP
4. NxP N-KB3
5. N-QB3 P-K3
6. B-K2 QN-Q2

There is no arguing taste. 6...,N-B3; with further development of the Knight on Q5, along with ...,B-Q2-B3 seems to me to offer more hope in that it permits Black to secure the important K5.

7. 0-0 P-QR3

Here he should have played 7...,N-B4; forcing White to transfer his Bishop to KB3, where it would block his KB-Pawn.

8. P-B4 Q-B2
9. P-KN4 ....

With the object of gaining control over the central squares K4 and Q5.

9. .... P-QN4
10. P-QR3 ....

K4 must be held, no matter what. The "active" 10.P-N5?,P-N5; 11.PxN,PxN; is only to Black's advantage.

10. .... B-N2
11. B-B3 N-B4

In my opinion, the plan connected with ...,P-KR3 and ...,N-N3 deserved consideration. Also preferable was 11..., P-K4; to which White answers by retreating his Knight to K2, e.g. 11...,P-K4; 12.N/4-K2,N-B4; 13.N-N3,PxP; 14.BxP,KN-Q2; 15.N-B5,N-K4; 16.N-K3!, initiating a lively battle for the center. One in which, however, White would have the better prospects.

12. Q-K2 P-K4

The bold counter-thrust in the center: 12...,P-Q4; 13.PxP,0-0-0; fails to 14. P-N4!, with advantage to White. Boris Spassky suggested 12...,KN-Q2; which appears better to me.

13. N-B5 P-N3

And here it was necessary to play 13..., KN-Q2. True, it must be noted that in this case (after 14.N-Q5), White still has a very dangerous initiative.

14. PxP PxP
15. N-R6 ....

This "out-of-play" Knight will soon be one of White's most important attacking units. Nothing comes of 15.B-N5, since after 15...,QN-Q2; 16.N-K3,B-B4 and all danger for Black is behind him.

15. .... N-K3
16. B-N2 ....

After 16...,N-B5; 17.BxN,PxB; 18.P-K5, Black's position would be in a shambles, e.g. 18...,BxN; 19.PxN+,K-B1; 20. Q-K7+. Or, 18...,N-Q2; 19.P-K6!,BxN; 20.PxN+,K-B1; 21.BxB,QxB; 22.Q-K5,R-KN1; 23.P-N5!

16. .... B-N2

Black appears to have consolidated his position. Now he intends to castle, but it is just at this moment that the first player, by sacrificing the exchange, begins the decisive assault.

17. RxN! BxR
18. N-Q5 Q-Q1

In case of 18...,BxN; 19.PxB,N-Q5; 20. Q-B2,Q-N3; 21.P-N5,N-K7+; 22.K-B1,QxQ+; 23.KxQ,NxB; 24.PxB, and White has sufficient material for the win.

19. Q-B2 N-B5

The variation 19...,BxN; 20.PxB,N-B5; 21.BxN,PxB; 22.QxP,Q-N3+; 23.K-R1,0-0-0; 24.P-B3,KR-K1; 25.P-N5,B-K2; 26.NxP, was the lesser of two evils for Black.

20. BxN PxB

It was still possible to transpose to the line given above, by 20... BxN.

21. P-K5! BxP

An interesting position arises after 21...,B-R5; 22.Q-Q4,R-KB1; 23.R-Q1, and Black has no good moves.

22. R-K1 P-B3
23. NxP+! ....

This concluding sacrifice completely destroys the defensive barrier around the Black King.

23. .... QxN
24. Q-Q4! ....

White is a full Rook down, but Black has no defense, just the same.

24. .... K-B1
25. RxB Q-Q1

If 25...,R-Q1; then 26.R-K8+!

26. R-B5+ PxR
27. QxR+ K-K2
28. Q-N7+ K-K3
29. PxP+ RESIGNS.

This game received the "Best Game" prize. (Notes by the winner, translated from Chess in the USSR, March 3, 1962.)

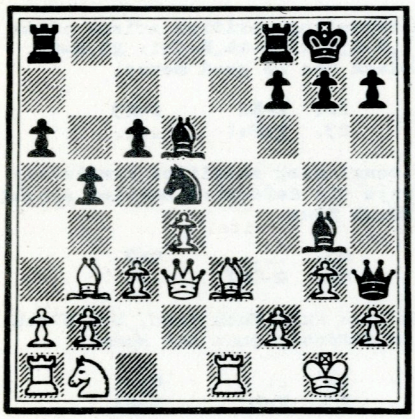
THEORETICAL DEPARTMENT: --------- Marshall's Counter-Attack in the RUY LOPEZ:

by Y. NEYSTADT

Tartakover once wittily described Black's suffering in the RUY LOPEZ as "the Spanish Torture." Indeed, in the majority of variations, Black is confronted with an uneasy struggle for equality.

Is it possible to escape this slow positional torture? Doesn't it follow that Black should strive to seize the initiative while still in the opening? Those who choose to answer 1.P-K4 with the symmetrical 1...,P-K4 return again and again to the complicated attacking variations advanced nearly half a century ago by the great American grandmaster, Frank Marshall.

1.	P-K4	P-K4
2.	N-KB3	N-QB3
3.	B-N5	P-QR3
4.	B-R4	N-B3
5.	0-0	B-K2
6.	R-K1	P-QN4
7.	B-N3	0-0
8.	P-B3	P-Q4
9.	PxP	NxP
10.	NxP	NxN
11.	RxN	P-QB3
12.	P-Q4	B-Q3
13.	R-K1	Q-R5
14.	P-N3	Q-R6
15.	B-K3	B-KN5
16.	Q-Q3	....



All attempts in the old continuation (11...,N-B3; 12.P-Q4, B-Q3) to prove that Black's initiative is worth the sacrificed Pawn have not exactly been crowned with success, and the variation examined here is justifiably considered the main line.

Black has two primary continuations here: (I) 16...,P-KB4; and (II) 16...,QR-K1; followed by ...,R-K3.

(I)	16.	....	P-KB4
	17.	P-KB4	QR-K1

A direct 17...,P-N4 doesn't work out. In the game Neystadt-Antosh (Postal Match, USSR-Czechoslovakia, 1960/61), after 18.Q-B1, Q-R4; 19.N-Q2, K-R1; 20.BxN, PxB; 21.PxP, P-B5; 22.BxP, BxB; 23.PxB, B-R6; 24.Q-K2, QxQ; 25. RxQ, RxP; 26.N-B1, R-N5+; 27.N-N3, Rx NP; 28.QR-K1, White repulsed the attack and realized his material advantage to win the game.

18.	Q-B1	Q-R4
19.	N-Q2	K-R1
20.	BxN	....

After the King's retreat, the Knight is no longer pinned, and White is obliged to capture it. But now the complex of white squares in the center and on the King's wing is weakened.

20.	....	PxB
21.	Q-N2	....

In a game with Tal at the USSR Team Championship (1962), Boleslavsky continued with 21.P-QR4. In an article "Results of the XV Olympiad," (Chess Bulletin, No. 1, 1963), he expressed the opinion that White shouldn't play 21.Q-N2. In the game Neystadt-Mikulyea (Postal Match, USSR-Czechoslovakia, 1961/62) where this move was made, Black continued:

21.	....	R-K5

The object of this sacrifice of the exchange is to "seal" the long white diagonal, simultaneously destroying an important defender of the White King's flank. However, White is not obliged to capture the Rook immediately.

22.	P-QR4	....

And this is not new. In the game Zagorovsky-Peterson (III World Postal Championship) after 22...,P-N4; 23.Px P; P-B5; 24.NxR, PxN; 25.PxP, RxP; 26. BxR, BxB; 27.R-KB1, B-B6; 28.RxB, PxR; 29.Q-KB2, B-K6; 30.QxB, Q-N5+; 31.K-B2, Q-N7+; 32.K-K1, Q-R8+; 33.K-Q2, QxR; 34.QxP, White was able to beat back the attack and go on to win the game.

After this, the conclusion was drawn that the move 22.P-QR4 guaranteed an advantage to White. However, in the above-mentioned article, Boleslavsky showed that Black could get an irresistible attack by playing 23. ...,B-R6; instead of 23...,P-B5; and, on 24.Q-B3, following with 24...,R-N5!

When Boleslavsky was writing about the merits of 24...,R-N5; it had al-

ready been made by the Czech player. Moreover, after a few moves, Black was shown to be NOT in a winning position, but rather in a HOPELESS one.

This is how it happened:

22. .... P-N4
23. BPxP B-R6
24. Q-B3 R-N5

It seems that White can do nothing against the threat of 25...,P-B5; but the resources of his defense (or, more exactly, his counter-attack) are not yet exhausted.

25. PxP! ....

Leaving his King-side to the "mercy of Fate," White shifts his attention to the QRP.

25. .... P-B5

If 25...,PxP; then 26.R-R6.

26. BxP R/1xB

It would be interesting to pursue events in the case of 26...,BxB; to which I intended to reply: 27.PxP!

There could have followed:

A) 27...,QxP; 28.P-R7, R-R1; 29.R-K8+, RxR; 30.P-R8(Q), RxQ; 31.RxR+, K-N2; 32.R-R7+, and Black cannot escape perpetual check -- if the King goes to R4 (32...,K-R3; 33.R-R6+, K-R4); then White plays 34.R-R5. To "hide" the King in the center by 32...,K-B1 (or B3); 33.R-R8+ (R6+), K-K2; 34.R-R7+, K-Q3; is impossible in view of 35.Q-Q3, with the threat of 36.Q-R6 MATE, or 34...,K-Q1; 35.RxP, etc.

B) 27...,B-Q3; 28.QxR+. To a draw leads 28.P-R7, RxQ; 29.NxR, RxP+; 30.PxR, QxN; 31.P-R8(Q)+, B-B1, 32. R-K2, QxP+; 33.K-R1, Q-B6+; 34.K-R2, QxR+; and the White King cannot escape the checks; the only square on which he might feel safe (QR3) is under attack. 28...,BxQ; 29.P-R7, QxP; and, before White's Pawn Queens, he must defend KN3 with 30.N-B1. For example: 30...,BxN; 31.RxB, RxP+; 32.K-R1, and White should win.

27. QxP Q-N3
28. PxP! RxNP/4
29. P-R7! ....

White's counter-play is tied up with the impetuous march of his QR Pawn.

29. .... RxP+

All of Black's pieces are aimed at the White King. However, there is no conclusive continuation for his attack, and the QRP needs to make only one additional move, after which Black will be compelled to deal with two Queens.

30. K-R1! ....

A "quiet" move with the King, in the face of all the enemy pieces.

30. .... R-N4

If 30...,B-N7+; then 31.QxB/2, RxQ; P-R8(Q)+, and 33.QxR.

31. P-R8(Q)+ R-B1
32. R-KN1! B-KN5

In case of 32...,RxQ/4; the battle ends with 33.RxQ, and Black cannot capture on QR1 because of the mate.

33. RxB RxR
34. Q-K5+ BLACK RESIGNS.

The question arises: Is it really impossible to do anything about the audacious QRP?

Before rushing into an attack with 25...,P-B5; Black should have set the enemy QRP on a different path by playing 25...,P-R4! He then retains the threat of ...,P-B5; and the passed QNP is not so dangerous, because its queening square is covered by the Bishop.

.....

(II) 16. .... QR-K1

A different method of attack. Black intends to play ...,R-K3; and then ...,KR-KL; and ...,P-KB4. Depending upon circumstances, the Rook can be transferred to the King's flank for direct attack.

17. N-Q2 R-K3
18. BxN PxB
19. P-R4 P-B4

As was shown in the game Tal-Krogeus (XXX USSR Championship), inferior is 19. ...,P-N5; in view of 20.Q-B1, Q-R4; 21. P-QB4, PxP; 22.QxP, P-N4; 23.P-Q5, with advantage to White.

20. P-KB4 ....

This move, recommended in an article about the championship by Boleslavsky and Suetin (bulletin of the tournament) and by V. Mikenas (Chess Bulletin, No. 3, 1963), and met in the game Neystadt-Dinter (International Postal Tournament of Masters, 1962/63), could lead to grievous consequences.

According to the analysis of Boleslavsky and Suetin, after 20...,KR-K1; 21.PxP, BxP; 22.PxB, Black, continuing with 22...,RxB; 23.RxR, RxR; 24.Q-B1, PxP; secures equal chances.

Having mailed my opponent the move 20.P-KB4, I discovered with horror that, instead of 22...,RxB; Black can play 22...,R-KN3. 23.RxP is then forced.

23...,B-K7+ (also forced); 24.RxR, BxQ; 25.R-N3, Q-R3; White has a Rook, Knight and two Pawns for his Queen, but he loses the NP, after which, his chances for successful resistance are not great. A different way to continue the attack would be 22...,R-R3 (instead of 22...,R-KN3). My opponent overlooked this interesting possibility. After 20...,KR-K1; 21.PxP, instead of 21...,BxP; he continued the attack according to the well-tried pattern by 21...,P-N4. In this game too, White was able to seize the initiative, using the far-advanced QRP.

20.	....	KR-K1
21.	PxP	P-N4
22.	Q-B1	Q-R4

On 22...,RxB; I had planned 23.RxR, RxR; 24.QxQ, BxQ; 25.PxRP, and, despite his extra pieces, Black cannot save himself.

23.	PxRP	PxP
24.	BxP	B-K7
25.	P-R7!	....

As in the preceeding game, this brave Pawn decides the outcome of the battle. After 25...,BxQ; 26.RxR, R-R1; 27.RxB/6, B-R6 (if 27...,B-Q6; 28.R-QN6, RxP; 29. R-N8+! leads to victory); 28.R-KR6, and Black is forced to part company with the Bishop (28...,Q-N5; 29.R-KR4). In case of 28...,Q-B2; 29.RxB, RxP; and White has a Rook, two minor pieces and two Pawns for his Queen --- therefore, Black resigned.

(Chess in the USSR, October --- 1963).

* * *

Evans -- Mednis — KING'S INDIAN DEFENSE — U.S. Championship, 1964

1.	P-QB4	N-KB3	13.	P-QR4	P-K3	25.	PxP	RPxP
2.	N-QB3	P-KN3	14.	PxP	RxP	26.	P-B5	B-N2
3.	P-Q4	B-N2	15.	N-Q3	R-K1	27.	P-B6	N/2xP
4.	P-K4	P-Q3	16.	N-B4	B-B1	28.	PxN	BxP
5.	P-B3	0-0	17.	P-KN4	R-Q1	29.	B-KN5	Q-K2
6.	KN-K2	QN-Q2	18.	P-N5	N-K1	30.	BxB	QxB
7.	B-K3	P-B4	19.	B-K2	N-K4	31.	QR-B1	Q-N2
8.	Q-Q2	Q-R4	20.	N/4-Q5	Q-B3	32.	R-R3	N-B2
9.	0-0-0	R-K1	21.	P-R4	B-K3	33.	R/1-R1	P-QN4
10.	K-N1	P-QR3	22.	P-KR5	BxN	34.	PxP	PxP
11.	N-B1	Q-B2	23.	BPxB	Q-B2	35.	Q-B4	P-N5
12.	P-Q5	R-N1	24.	P-B4	N-Q2	36.	N-Q1	RESIGNS.

Reshevsky -- Saidy — BENONI DEFENSE — U.S. Championship, 1964

1.	P-QB4	N-KB3	15.	N-R3	P-QR3	29.	R/1-K1	RxR
2.	P-Q4	P-K3	16.	B-N3	P-KN4	30.	QxR	B-KB1
3.	N-KB3	P-B4	17.	Q-Q2	B-Q2	31.	N-K4	BxN
4.	P-Q5	PxP	18.	QR-N1	QR-N1	32.	QxB	Q-N3
5.	PxP	P-Q3	19.	N-B2	P-B4	33.	Q-K3	P-N4
6.	N-B3	P-KN3	20.	PxP	BxBP	34.	P-R5	P-QN5
7.	N-Q2	B-N2	21.	R-R1	B-N3	35.	P-R4	PxP
8.	P-K4	0-0	22.	N-K3	Q-B3	36.	BxRP	R-N1
9.	B-K2	QN-Q2	23.	N-N4	NxN	37.	Q-KR3	Q-N2
10.	0-0	N-K1	24.	BxN	QR-K1	38.	R-K3	K-R1
11.	P-QR4	Q-K2	25.	B-Q7	R-Q1	39.	Q-B5	Q-N3
12.	R-K1	N-B2	26.	B-B6	R-B2	40.	B-B6+	B-N2
13.	N-B4	P-N3	27.	P-KR3	B-B4	41.	QxQ	PxQ
14.	B-B4	N-K4	28.	R-K2	R-K2	42.	BxB+	RESIGNS.

D. Byrne -- Weinstein — NIMZO-INDIAN DEFENSE — U.S. Championship, 1964

1.	P-QB4	N-KB3	12.	PxP	NxP	23.	P-B4	R-B2
2.	N-QB3	P-K3	13.	B-N2	R-K1	24.	P-K5	P-KR4
3.	N-B3	B-N5	14.	KR-K1	QR-B1	25.	R/1-Q1	N-N5
4.	P-QR3	BxN+	15.	QR-Q1	R-B2	26.	Q-K2	Q-N6
5.	NPxB	P-QN3	16.	B-QR1	P-KR3	27.	R/4-Q3	R-B7
6.	P-KN3	B-N2	17.	Q-N2	N-B3	28.	Q-K4	P-B4
7.	B-KN2	0-0	18.	P-Q4	NxP	29.	RxQ	PxQ
8.	0-0	P-Q4	19.	NxN	PxN	30.	R-N2	KR-QB1
9.	PxP	PxP	20.	RxP	Q-K2	31.	RxR	RxR
10.	Q-B2	P-B4	21.	BxB	RxB	32.	R-K1	NxRP
11.	P-B4	N-B3	22.	P-K4	Q-K3	33.	RxP	N-B6+
							WHITE RESIGNS.	

* * *

In the seventh round of the recent U.S. Championship, Brooklyn's 20-year-old Bobby Fischer (who won the tournament with the extraordinary score of 11-0) came up with something new and refreshing in his game with Bill Addison of California.

For centuries, the RUY LOPEZ has been considered the strongest opening for White, for it puts a sort of "strangle-hold" on Black, who has to play with all the intelligence and skill at his command in order not to lose the game positionally. That is why masters seek to defend themselves against 1.P-K4 with such defenses as the SICILIAN (1...,P-QB4), the PIRC (1...,P-Q3), the FRENCH (1...,P-K3) and the CARO-KANN (1...,P-QB3), etc.

In this game, Fischer plays a line that is generally held in low esteem, for the reason that it gives White too many attacking possibilities: 1.P-K4, P-K4; 2. N-KB3, N-QB3; 3.B-N5, P-QR3; 4.B-R4, P-QN4; 5.B-N3, N-QR4!? White is now supposed to continue with 6.BxP+, KxB; 7.NxP+, K-K2; 8.P-Q4, which is considered to give White a solid attack for the material he has sacrificed. The line 5...,N-R4 would seem to achieve equality, at least. There might follow: 6.NxP, NxB; 7.RPxN, Q-N4; 8.P-Q4, QxP; 9.Q-B3, QxQ; 10.NxQ.

As is well-known, there is nothing new under the sun, but Bobby Fischer is always bringing back old lines of play which have long gathered dust in the scrap heap of chess. He has spruced them up with the sure "Fischer Touch," and given us something to marvel at.

Addison -- Fischer RUY LOPEZ U.S. Championship, 1964

1.	P-K4	P-K4
2.	N-KB3	N-QB3
3.	B-N5	P-QR3
4.	B-R4	P-QN4
5.	B-N3	N-R4
6.	P-Q4	PxP
7.	QxP	N-K2
8.	P-B3	NxB
9.	PxN	B-N2
10.	B-B4	P-Q4
11.	P-K5	....

This permits Black to reply sharply. He might have considered 11.PxP

11.	....	P-QB4
12.	Q-Q3	....

12.QxBP?, N-B4; and White's Queen is trapped.

12.	....	N-N3
13.	B-N3	B-K2
14.	QN-Q2	N-B1
15.	0-0	N-K3
16.	QR-Q1	P-N4

The impatience of youth. On with the attack!

17.	P-R3	P-KR4
18.	KR-K1	Q-N3
19.	N-B1	P-Q5
20.	N/3-Q2	P-KN5
21.	P-R4	Q-B3
22.	Q-K4	....

The exchange of Queens is forced, and Black controls all the essential lines.

22.	....	0-0-0
23.	QxQ+	BxQ
24.	P-QB4	K-Q2
25.	R-R1	R-R1
26.	N-K4	BxN
27.	RxB	N-N2
28.	N-Q2	N-B4
29.	R-B4	K-K3
30.	N-K4	PxP
31.	PxP	KR-QN1
32.	R-R2	R-N5
33.	N-Q2	NxP
34.	BxN	BxB
35.	R-K4	B-N4
36.	P-B4	PxP e.p.
37.	NxP	B-K6+
38.	K-R2	RxBP

WHITE RESIGNS.

* * *

International Master and Mrs. George Koltanowski recently returned from a trip to Mexico. They visited Acapulco, Taxco, Cuernavaca and Mexico City. The officers and members of the Club de Ajedrez of Mexico City entertained them with a dinner before an exhibition which Kolty gave at the club.

* * *

On Saturday and Sunday, March 14/15, George Koltanowski will direct the MONTEREY INTERNATIONAL OPEN CHESS TOURNAMENT at the San Carlos Hotel in Monterey. The guaranteed minimum first prize is $100, and there will be cash prizes (as entries permit) in the Expert, A, B, C and Unrated Divisions. For information, write to:

Lt. G.S. Wren
Box 1978
U.S. Naval Postgraduate School
Monterey, California

* * *

A REPORT ON THE 31st USSR CHAMPIONSHIP - by International Grandmaster Paul Keres

The 31st Championship of the USSR, held just before New Year's in Leningrad, was one of the closest competitions in Russian chess history. For a long time, one group of participants moved in a cluster toward the finish. The leaders changed constantly, and -- until the very last few rounds -- almost half of the competitors still had a chance to get to the top. Looking at the final results, we see Cholmov, Spassky and Stein on the summit, each with 12 points. Behind them we find Bronstein, Geller and Suetin, with only a half-point less. Gufeld and Polugajevsky scored 11, Gipslis 10½, and only then came the former champion, Korchnoi, with 10. Only a single point separated first from the eighth place! The lower part of the table was headed by Bagirov with 9½, Auerbach and Nei with 9, Furman and Taimanov 8½, Klovans 7½, Zaharov 7, Bondarevsky and Novopashin 6½, and Osnos with 5.

In my opinion, Spassky played the best chess in this nerve-wracking struggle. He was the only participant to finish without a single loss. Cholmov was beaten a few rounds before the end by Stein, who then took the lead himself. Leading by half a point, and with only one round to go, he had an excellent chance to win the tournament, but he lost his last game to Bagirov. It is interesting to point out that an aggressive player like Stein scored only draws in his first eight games! Cholmov, Spassky and Stein must now fight out an additional two-round competition to determine the 31st Championship of the USSR.

The high standings of grandmasters Bronstein and Geller were anticipated, but Suetin's success took many of the experts by surprise. This master demonstrated both very good chess and a great fighting spirit; with a little more luck he could have done even better. He had the most wins (8) of any player in the tournament. The two big disappointments of the tournament were the comparatively poor showings by Polugajevsky and, even worse, by defending champion Korchnoi. It should be mentioned, though, that the latter had some trouble with his health during the course of the tournament.

This tournament was simultaneously a qualification for the USSR Zonal Tournament of the International Chess Federation (F.I.D.E.). The highest scorers, together with ex-World Champion Smyslov and one more grandmaster (to be named by the USSR Chess Federation) will play a double-round tournament in Moscow this February. The four top placers in this event will go on to the Interzonal.

The fact that the championship was simultaneously a qualification tournament did not exactly arouse the fighting spirits of most of the participants. It requires rather different tactics to play for the first place in a tournament than to try to be one of the top six. For this reason, we saw many "peaceful" encounters, especially among grandmasters. The simple tactics were for the top rivals to not beat each other, but to see that the less dangerous players in the tournament gave up the necessary points. As a consequence, the top ten at the finish drew 69% of all games played against each other -- and the top <u>six</u> drew 80% of these games! But, against the lower portion of the table, they scored well, mostly 70-75% of the possible points.

This tournament once more showed that the new F.I.D.E. rule about the 30-move draw is not at all effective. The reason for those short "Grandmaster Draws" is not derived from the game of chess itself, but from the chess players. One of the biggest reasons for players to make these short draws is the fact that too great a part of most tournaments is involved with qualification. Where the main task for the player is no longer to fight for first place, but to merely win a qualifying berth, real fighting chess vanishes and passive chess takes over. In my opinion, the best way to reduce the percentage of quick draws is to increase the number of normal international tournaments, without any qualification requirements.

Take, for instance, some very interesting competitions of recent years: Zurich in 1959 and 1961, Bled in 1961 and Los Angeles in 1963, etc. -- and you will be convinced there is not yet any "Remistod" in chess!

* * *

KOLTY'S PROBLEM SOLUTION:

1.	P-N5	RPxP
2.	BPxP	P-B4
3.	P-R5	P-B5
4.	PxP	P-B6
5.	K-Q3	P-B5+
6.	K-K3	P-B6
7.	P-N7	P-QB7
8.	P-N8(Q)	P-B8(Q)+
9.	KxP	Q-B8+
10.	K-N4	Q-N7+
11.	K-R5	Q-R6+
12.	K-N6	Q-Q6+
13.	K-N7	Q-Q5+
14.	K-B8	Q-B5+
15.	Q-B7	QxP
16.	Q-K6+	K-B4
17.	Q-B7+	QxQ+
18.	KxQ	KxQP
19.	K-Q7 and wins.	

This is only the main line of the solution, but there are many interesting variations along the way. We suggest you look for them. Perhaps you can do better for Black.

CHESS FRIENDS of NORTHERN CALIFORNIA

1964 OPEN CHAMPIONSHIP TOURNAMENT

PLACE: Oakland Central Y.M.C.A., 2101 Telegraph Avenue, Oakland.

DATE: Week-end of Saturday and Sunday, February 29 and March 1. The first round commences promptly at 12 o'clock noon, on Saturday.

REGISTRATION: From 10:00 a.m. until 12:00 noon at the tournament site. For better pairings, however, we recommend that you register beforehand, using the entry blank at the bottom of this page.

PRIZES: Trophies will be awarded to the 1st-place winner in each class. Books and other prizes to 2nd and 3rd place winners in each division, as well as a number of "surprise" prizes.

WHO CAN PLAY: Open to all chess players who are -- or will become -- members of Chess Friends of Northern California. (Membership includes automatic eligibility in all C.F.N.C. events, plus four issues of Chess in Action, the official quarterly publication of CFNC.

TYPE OF TOURNAMENT: At least five rounds, Swiss System, with three classes of play: "Expert/A," "B," and "C". The tournament will be directed by International Master George Koltanowski, and will be fully rated by Chess Friends of Northern California.

SCHEDULE:

Round 1:	12:00 noon	---	3:00 p.m.	(Saturday)
2:	3:30 p.m.		6:30 p.m.	
3:	8:30 a.m.		12:30 p.m.	(Sunday)
4:	1:00 p.m.		5:00 p.m.	
5:	5:30 p.m.		9:30 p.m.	

EQUIPMENT: If possible, bring your own board, chess set and chess clock.

ENTRY FEE: $4.00 to current C.F.N.C. members --- $7.00 to non-members.

HOW TO ENTER: Detach and mail entry blank below with your registration fee.

- -

to: Mrs. Virginia McGinley
CFNC Secretary/Treasurer

2716 Chelsea Drive
Oakland, California

PLEASE ENTER ME IN THE 1964 C.F.N.C. OPEN CHESS CHAMPIONSHIP TOURNAMENT:

Full Name: _____ Phone: _____

Street Address: _____ City: _____

I am a Class _____ player. (If you are unrated, indicate so here: _____)

Enclosed is $4.00 for CFNC member _____ / $7.00 for non-member _____ (check one.)

CHESS FRIENDS of NORTHERN CALIFORNIA

"SUNDAY SPECIAL" OPEN TOURNAMENT

PLACE:	Oakland Central Y.M.C.A., 2101 Telegraph Avenue, Oakland.
DATE & TIME:	Sunday, 10:00 a.m. -- 7:00 p.m. (Entries open until noon). March 1st, 1964.
WHO CAN PLAY:	Open to all chess players who are -- or will become -- members of Chess Friends of Northern California. (Membership includes automatic eligibility in all C.F.N.C. events, plus four quarterly issues of Chess in Action, the official quarterly publication of C.F.N.C.
TYPE OF TOURNAMENT:	3-game Round Robin (4-man sections) in all classes. It will be directed by C.F.N.C. Rating Administrator Chuck McGinley.
EQUIPMENT:	If possible, bring your own board, chess set and chess clock.
PRIZES:	YES. Plus -- All games fully rated by C.F.N.C.
ENTRY FEE:	$2.00 to current C.F.N.C. members --- $5.00 to non-members.
HOW TO ENTER:	Detach entry blank below and mail with your registration fee.

- -

to: Mrs. Virginia McGinley
CFNC Secretary/Treasurer

2716 Chelsea Drive
Oakland, California

PLEASE ENTER ME IN THE C.F.N.C. "SUNDAY SPECIAL" OPEN TOURNAMENT:

Full Name: _____ Phone: _____

Street Address: _____ City: _____

I am a Class _____ player. (If you are unrated, indicate so here: _____)

Enclosed is $2.00 for CFNC member: _____ $5.00 for non-member: _____ (check one)